comprising: supplying a signal from said input device; providing a set of acceleration data in dependence upon said signal; determining a position of the object on the graphical display as a function of said data and displaying the object at said position.

Brief Description of the Drawings

Embodiments of the present invention will now be described, by way of example, with reference to the accompanying drawings, in which:-

Figure 1 shows a digital television system including a set-top box;

Figure 2 is a schematic diagram of browser;

Figure 3 is a flow diagram of the response of a browser to pressing an arrow key;

Figure 4 is a schematic diagram of an acceleration buffer;

Figure 5 is a schematic diagram of an impulse function;

Figure 6 is a flow diagram of updating the position of a pointer every frame;

Figure 7 illustrates addition of the contents of the impulse function to the acceleration buffer;

Figure 8 illustrates calculation of the velocity of a pointer and updating the acceleration buffer;

Figures 9a, 9b and 9c show different impulse conversion functions;

Figures 10a, 10b and 10c show acceleration, velocity and relative position of the pointer following a single arrow keystroke;

Figures 11a, 11b and 11c show acceleration, velocity and relative position of the pointer following two arrow keystrokes;

Figure 12 shows the maximum allowable velocity of a pointer relative to its position on the contents page;

Figure 13a and 13b show a moving pointer;

Figure 14 shows a browser with a different set of links;

Figure 15 is a flow diagram for predicting which link a user wishes to select;

Figure 16 illustrates a metrics system which is dependent on the direction and speed of a pointer;

Figure 17 is a schematic diagram of a contents page and a window viewing part of the contents page;

Figure 18 is an exploded view of a browser window having a plurality of frames